



## USER'S GUIDE

Thank you for purchasing the iGlow controller for Nintendo Wii®. Your iGlow controller is designed for playing Nintendo GameCube® games on your Nintendo Wii® or Nintendo GameCube® console.

### Controller Set-up:

1. Open the battery compartment and install 3 "AAA" batteries. Replace battery lid.

**CAUTION: DO NOT** use/mix rechargeable batteries, never mix old and new alkaline batteries.

2. Connect the included receiver to control port 1 of your Nintendo Wii® or GameCube® console. Note: if using multiple controllers, connect each receiver to a different control port.

3. Power your Nintendo Wii® or GameCube® system "ON".

4. Using your Nintendo Wii® remote select the Nintendo GameCube® disc channel. Note: the iGlow controller will not function until the Nintendo GameCube® has been selected from the channel menu.

5. Power "ON" your iGlow controller by sliding the power switch to the "ON" position.

6. The iGlow controller features a auto-sync function that will automatically connect your iGlow controller to the receiver.

Note: if the controller does not automatically sync to the receiver:

- press the "CONNECT" button located on the receiver, the LED will flash rapidly.
- press the "CONNECT" button on the iGlow controller and the receivers LED will become solid.
- your iGlow controller is now properly connected.

### Connecting multiple controllers:

To connect multiple controllers, connect and sync each controller separately.

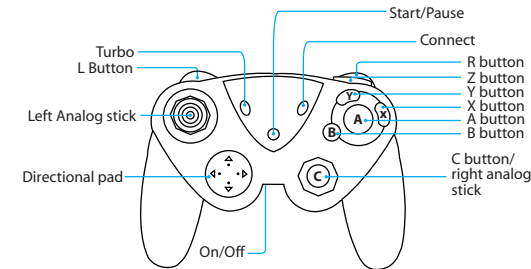
### Compatibility:

#### Nintendo Wii

The iGlow controller is only compatible when playing Nintendo GameCube® games on your Nintendo Wii®. The iGlow controller is NOT COMPATIBLE when playing Nintendo Wii® games. To restart your game while playing GameCube® games on your Nintendo Wii®, press the reset button located on the Wii game console.

#### Nintendo Gamecube

The iGlow controller is fully compatible with the Nintendo GameCube® console. iGlow will work with all Nintendo GameCube® games when played on the GameCube® system.



FCC NOTE: This equipment has been tested and found to comply with the limits for a class B digital device pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try the interference by one of the following measures.

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications made on the system not expressly approved by the manufacturer could void the user's authority to operate equipment.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FOR TECHNICAL SUPPORT  
PLEASE CONTACT: 1-877-999-DREAM  
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